SONY

Editing Control Unit

BVE-700

Supplement 1
Software Version 1.10

English

Manual to be supplemented

BVE-700 User's Guide
1st Edition
Software Version 1.00 and Later

BVE-700 (SY)
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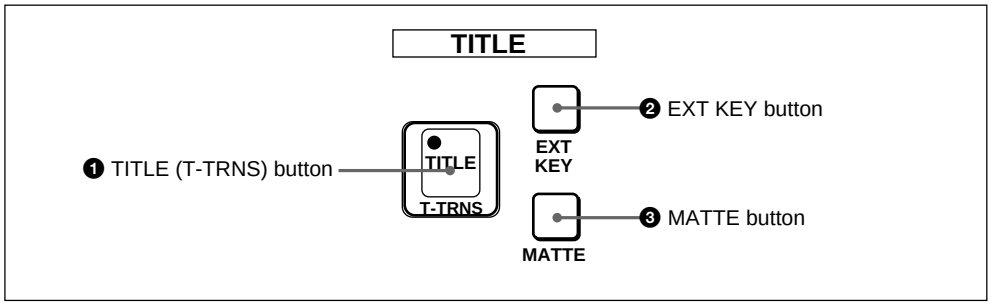
This User’s Guide describes additional functions and changes in Version 1.10 of the BVE-700.
Use the pages of this supplement to replace the corresponding pages in your copy of the User’s Guide.
Pages which are not present in the existing User’s Guide are additions.

6 Scratchpad

Displays data entered from the numeric keypad *(see page 1-19)*. Also displays error messages and setup menu items and settings.

7 TITLE section



Inserts or removes a title key.

❶ TITLE (T-TRNS) button

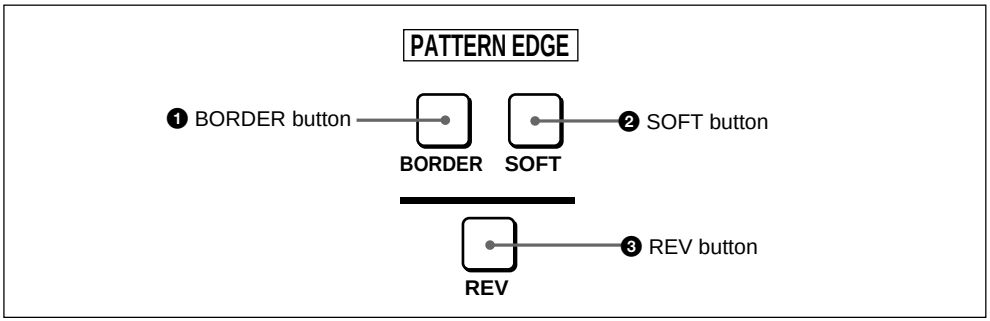
TITLE: Press this button, lighting it, to superimpose a key signal (title text signal) on the video. Press this button again, turning it off, to remove the superimposed title.

T-TRNS (title transition) (SHIFT + TITLE): Press this button to insert or remove a superimposed title over a preset transition time. To set the transition time, use the T-TIME (SHIFT + SPLIT) button in the ENTRY section *(see page 1-21)* and the numeric keypad *(see page 1-19)*.

❷ EXT KEY (external key) button
When the TITLE button is lit, press this button, lighting it, to use the signal specified in the title key setup menu as the title key source signal.
When this button is not lit, the key becomes a self-key, and the key fill signal specified in the setup menu is used as both the key source and the key fill signal.

❸ MATTE button
Press this button, lighting it, to use a color matte signal generated by the built-in color background signal generator as a title key fill signal. (Before pressing this button, press the TITLE button, lighting it.)
The TITLE MATTE indicator in the parameter adjustment section *(see page 1-11)* lights to inform you that you can use knobs 1 (LUM), 2 (SAT) and 3 (HUE) to adjust the color of the title text.

8 PATTERN EDGE section



Sets and adjusts wipe pattern edges. Also sets the wipe direction.

❶ BORDER button
Press this button, lighting it, to attach a border to the boundary of a wipe pattern. You can adjust the color and width of the border with the knobs in the parameter adjustment section *(see page 1-11)*.

For details about adjusting the color and width of the border, see "To add border to the edges of a wipe pattern" on page 4-32.

❷ SOFT button
Press this button, lighting it, to soften the edge of a wipe pattern. You can adjust the degree of softness with knob 2 (SOFT) in the parameter adjustment section *(see page 1-11)*.

❸ REV (reverse) button
Press this button, lighting it, to reverse the direction of the wipe.

For more information about the wipe direction, see "Reversing Wipe Directions" on page 4-29.

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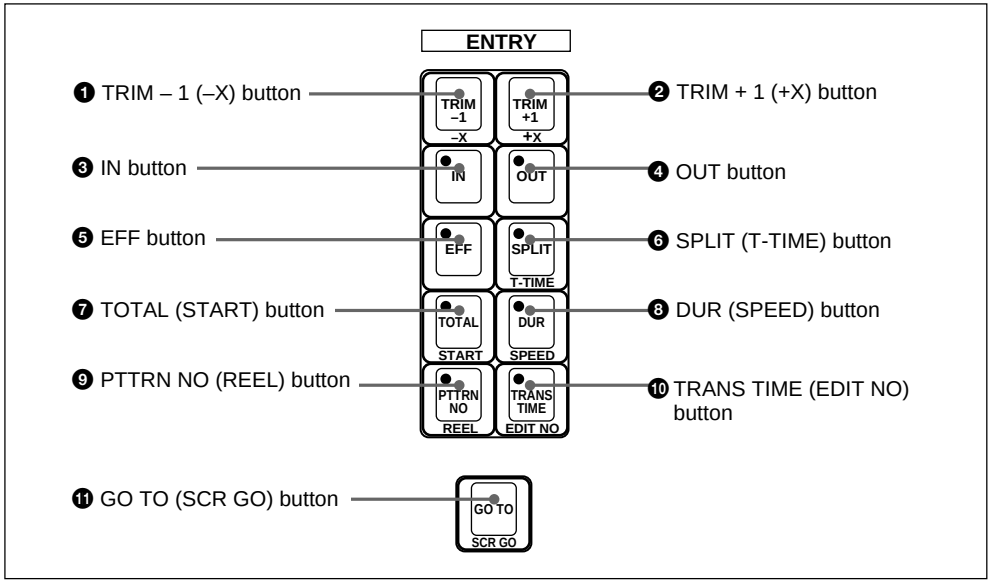
4 ENTRY section



The buttons in the ENTRY section allow you to display, set, and modify edit data. Edit data (IN point, OUT point, etc.) for each VTR appears in the corresponding time counter display panel. The R-VTR time counter display panel also displays data for the edit as a whole (edit start point, wipe pattern number, etc.).

- Data for the VTRs currently selected in the PLAYER control section and RECORDER/PLAYER control section flashes. You can use the numeric keypad buttons to modify it.
- When no data has been set, "-- -- -- --" is displayed.
- Drop-frame mode timecode is displayed with a dot (•) to the lower right of the first digit in the minutes position.
- When timecode has been calculated automatically, a dot (•) appears to the lower right of the first digit in the frames position.
- A flashing dot (•) appears to the lower right of the first digit in the frames position in data for VTRs with the time track function *(see page 4-57)* enabled.

❶ TRIM – 1 (–X) button

Trims flashing data in the minus direction.

TRIM – 1 (trim minus 1): When the displayed data is timecode, subtracts 1 frame from the timecode value. When the data is DMC playback speed, reduces the speed by 1%.

–X (minus X) (SHIFT + TRIM – 1): When the displayed data is timecode, subtracts 1 second from the timecode value. When the data is DMC playback speed, reduces the speed by 10%.

❷ TRIM + 1 (+X) button

Trims flashing data in the plus direction.

TRIM + 1 (trim plus 1): When the displayed data is timecode, adds 1 frame to the timecode value. When the data is DMC playback speed, increases the speed by 1%.

+X (plus X) (SHIFT + TRIM + 1): When the displayed data is timecode, adds 1 second to the timecode value. When the data is DMC playback speed, increases the speed by 10%.

❸ IN button

Displays the IN points for each VTR. Pressing this button while holding down the CTRL button allows you to set preroll times directly from the numeric keypad without using a menu.

❹ OUT button

Displays the OUT points for each VTR. Pressing this button while holding down the CTRL button allows you to set preroll times directly from the numeric keypad without using a menu.

❺ EFF (effect) button

Displays the effect (wipe, dissolve) start point in the R-VTR time counter display panel. At the same time, displays the OUT point of the player selected in the A row of the SOURCE section *(see page 1-6)* and the IN point of the player selected in the B row in the corresponding time counter display panels.

When a cut is selected, or when manual effect execution is selected, all time counter display panels show ".. .. .. ..".

❻ SPLIT (T-TIME) button

SPLIT: When split editing is enabled, displays the split edit time in the R-VTR time counter display panel.

T-TIME (title transition time) (SHIFT + SPLIT): Used to set the time for insertion and removal of a title key.

❼ TOTAL (START) button

TOTAL: Displays the total execution time of the edit in the R-VTR time counter display panel.

START (SHIFT + TOTAL): Displays the edit start point in the R-VTR time counter display panel.

❽ DUR (SPEED) button

DUR (duration): Displays the duration.

SPEED (SHIFT + DUR): Displays the initial DMC playback speed (unit: %) for a player selected for DMC playback. Used in DMC editing to set the initial DMC playback speed.

❾ PTTRN NO (REEL) button

PTTRN NO (wipe pattern number): Press this button, lighting it, to specify a wipe pattern to use by entering the pattern number.

REEL (SHIFT + PTTRN NO): Displays the reel numbers of the VTRs.

Note

Pressing this button puts system into a mode in which you can enter a reel number. However, note that 0992 to 0996 and 0999 are reserved numbers and are not available. Also, the numbers shown in the following table are assigned to external input or internal signals and cannot be used as VTR reel numbers.

Number	External input or internal signal
0991	AUX input
0997	Color bar signal (internal signal)
0998	Color background signal (internal signal)
BLK	Black signal (internal signal)

❿ TRANS TIME (EDIT NO) button

TRANS TIME (transition time): Displays the time from the start to the end of an effect in the R-VTR time counter display panel.

EDIT NO (edit number) (SHIFT + TRANS TIME): Press this button, lighting it, to display the 4-digit edit number of the current edit in the R-VTR time counter display panel. In this state, entering another number loads the corresponding edit from EDL memory.

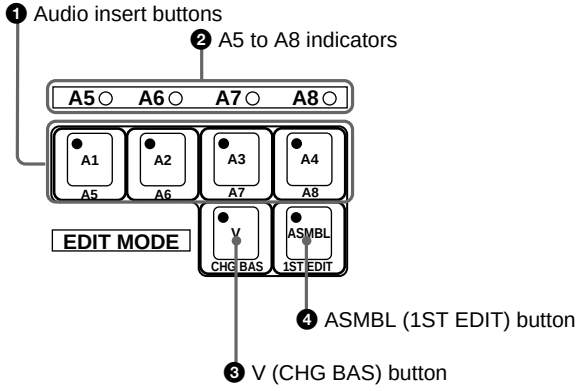
Depending on the state of the edit, an “n” (new edit), “r” (recorded edit), or “d” (deleted edit) appears before the number.

⓫ GO TO (SCR GO) button

GO TO: Cues up the VTRs to the flashing edit points (IN point, OUT point, effect start point, or edit start point) displayed in the time counter display panels.

SCR (scratchpad) GO (SHIFT + GO TO): Cues up the VTRs to the position of the timecode displayed in the scratchpad.

5 EDIT MODE section



Sets the edit mode.

❶ Audio insert buttons
Select the audio channels (A1 to A8) for audio insert editing. Multiple channels can be selected. The A1 to A4 buttons light when pressed. The A5 to A8 indicators light when the A5 (SHIFT + A1) to A8 (SHIFT + A4) buttons are pressed. Pressing a button again cancels the channel selection.

❷ A5 to A8 indicators
Light to show that channels A5 to A8 are selected for audio insert editing.

❸ V (CHG BAS) button
V (video insert): Press this button, lighting it, to conduct video insert editing.
CHG BAS (change base) (SHIFT + V): Specifies whether to use the video IN point or audio IN point as the base point in insert editing using both video and audio. The other IN point is shifted relative to the base point (split editing mode). The AUDIO BASE indicator *(see page 1-12)* lights if you specify the audio IN point as the base point.
There are two modes of base specification, and you can switch between them using the setup menu.

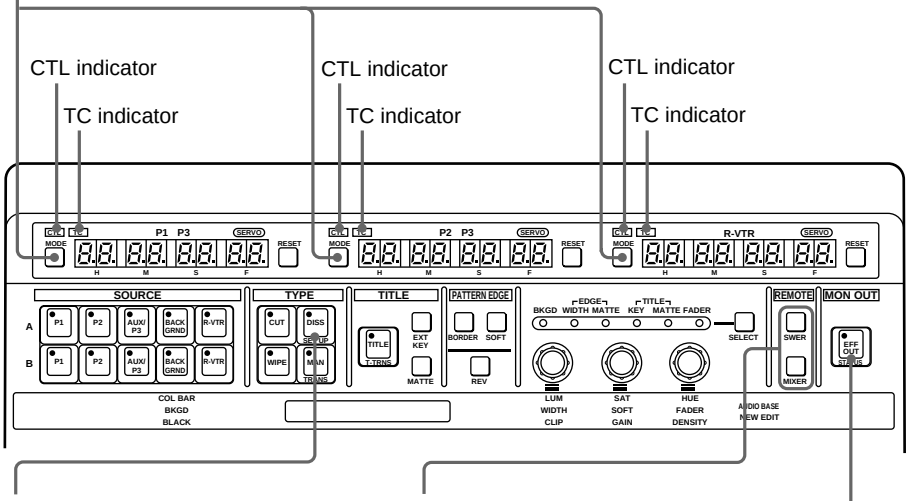
For more information about base specification mode switching, see page 6-51(2).

System Settings

Make the following settings on the control panel.

MODE buttons

- If timecode is already recorded on all the tapes you will be using, press the MODE buttons to light the TC indicators.
- If there is no timecode recorded on even one of the tapes, press the MODE buttons to light the CTL indicators.



SETUP (SHIFT + DISS) button
Press the button to put the system into setup mode, and make basic system settings and initial edit condition settings.
For details, see Chapter 6 "Setup".

MIXER button, SWER button
Press these buttons, lighting them, if you will be using this unit to control an audio mixer or video switcher connected to the processor unit's MIXER and SWER connectors.

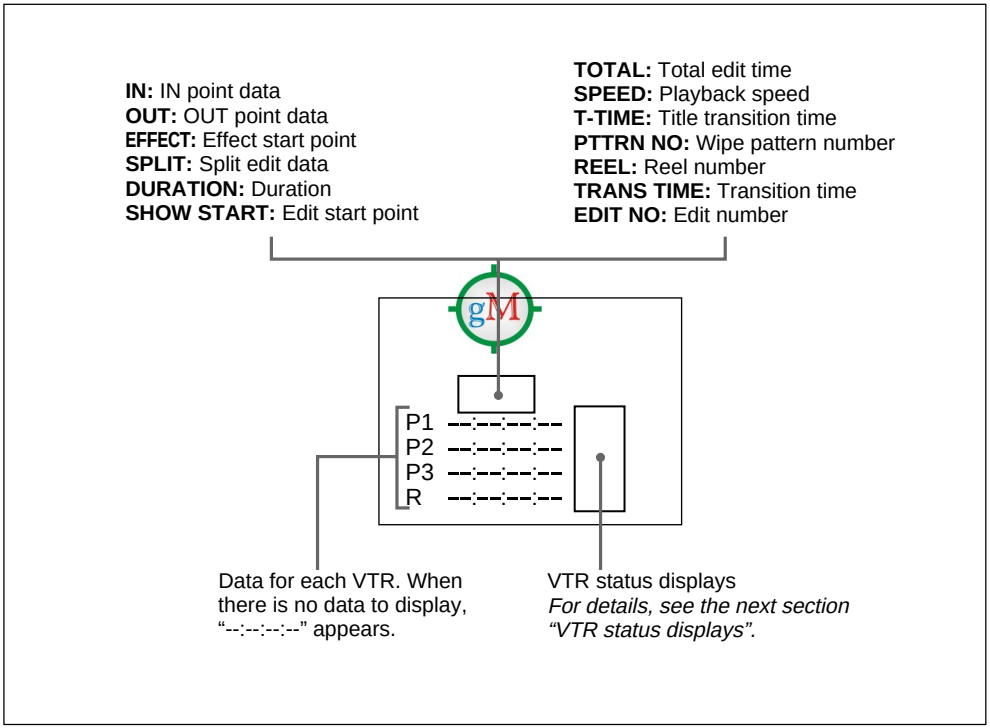
STATUS (SHIFT + EFF OUT) button
Press the STATUS (SHIFT + EFF OUT) button if you want to display status information and edit data on the main monitor (the video monitor connected to the MONITOR OUT connector of the processor unit).
See the next page for more information about status displays.

Status Displays

Note

Status displays appear only when the video format is 59.94 Hz.

When using the optional BKE-701 HD Switcher Board, you can display tape positions and edit data on the main monitor (the video monitor connected to the MONITOR OUT connector of the processor unit). A display such as the one in the figure below appears when you press the STATUS (SHIFT + EFF OUT) button in the MON OUT section of the control panel.


IN: IN point data
OUT: OUT point data
EFFECT: Effect start point
SPLIT: Split edit data
DURATION: Duration
SHOW START: Edit start point
TOTAL: Total edit time
SPEED: Playback speed
T-TIME: Title transition time
PTTRN NO: Wipe pattern number
REEL: Reel number
TRANS TIME: Transition time
EDIT NO: Edit number
gM
P1 --:--:--:--
P2 --:--:--:--
P3 --:--:--:--
R --:--:--:--
Data for each VTR. When there is no data to display, "--:--:--:--" appears.
VTR status displays
For details, see the next section "VTR status displays".

3 Press the 1ST EDIT (SHIFT + ASSMBL) button.

4 Press the REC/REC OFF button.

The ASMBL button starts to flash, and first edit processing is carried out in the following order.

1) A signal generated by the internal background signal generator is recorded for 10 seconds plus the preroll time before the recorder IN point. The recorded signal is a color bar, color background, or black signal, as specified in the setup menu (INIT DATA > 1EDSRC). The signal is also recorded for 2 seconds past the recorder IN point. Timecode is recorded along with CTL signals.

2) The recorder returns to the preroll point and stops. The ASMBL button stops flashing and lights.

3) The recorder and player begin to run from the preroll point, and an assemble edit is executed.

For the rest of the procedure you can proceed in the same way as when performing a normal assemble edit.

To use an internal VTR signal as the first edit video signal

Execute the first edit after selecting VTR-SG in the setup menu (INITDATA > 1EDVSRC and INITDATA > 1EDASRC).

Notes

- The optional BKE-701 HD Switcher Board must be installed to perform a first edit. However, if your VTR has an internal signal generator, it may be possible to perform a first edit without installing the board.
- In CTL display mode (the CTL indicators light in the time counter display sections), there is a delay before automatic setting of first edit time data. The time data is set when first edit recording reaches the point immediately before the recorder IN point.

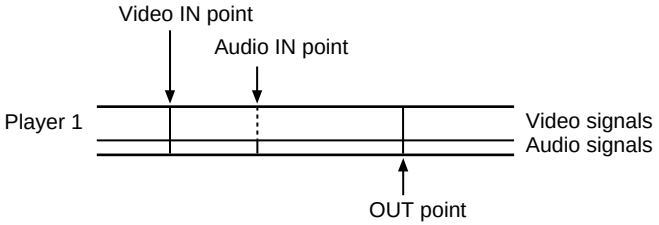
Setting Split Edit Points

Split editing is insert mode editing in which the video and audio IN point are set separately.
The BVE-700 allows you to select either the video IN point or the audio IN point as the base point in split editing. However, when you select the video IN point as the base point, separate audio IN points cannot be set on each audio channel.
The difference between the video IN point and the audio IN point is called the split offset. The maximum split offset is 59 seconds and 29 frames.

Note

Split edit points can be set only on the recorder or the player selected in the A row of the SOURCE section.

This section provides an example that shows how to set the IN point for a split edit based on audio (the OUT point can be set in the same way as in normal edits). The target VTR is player 1.



Note: This is a conceptual diagram. It does not reflect the actual format of signals on the tape.

Inserting Titles (Title Key)

You can superimpose titles and telop images over the video of your edit. The function that allows you to do this is called title key.

Title key source signals and fill signals

The signal specified in the title key setup menu is used as the title key source signal. As the key fill signal, you can use an internal color matte.

The signals as key source and key fill signals vary as shown below, depending on the selections in the setup menu and the state of the EXT KEY and MATTE buttons.

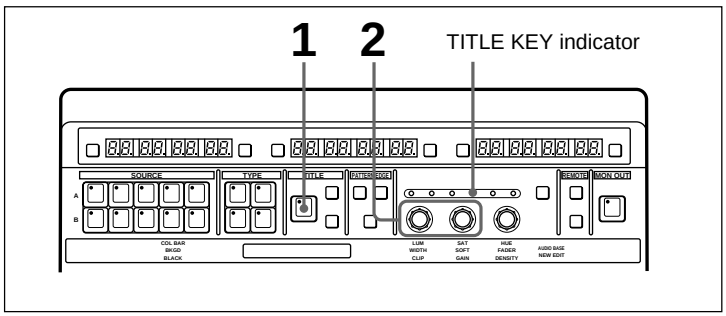
Button states		Signals used in title key	
EXT KEY	MATTE	Key source signal	Key fill signal
OFF	OFF	Signal specified by TITLE FILL in the setup menu	Same as key source signal (self key)
OFF	ON	Signal specified by TITLE FILL in the setup menu	Internal color matte signal
ON	OFF	Signal specified by TITLE SOURCE in the setup menu	Signal specified by TITLE FILL in the setup menu
ON	ON	Signal specified by TITLE SOURCE in the setup menu	Internal color matte signal

To check the effect of a title key on the main monitor

Press the EFF OUT button in the MON OUT section, lighting it.

To superimpose a title key instantly

Proceed as follows.



(Continued)

1 Press the TITLE button in the TYPE section, lighting it.

The signal input to the TITLE connector of the processor unit is superimposed instantly. The TITLE KEY indicator in the parameter adjustment section lights.

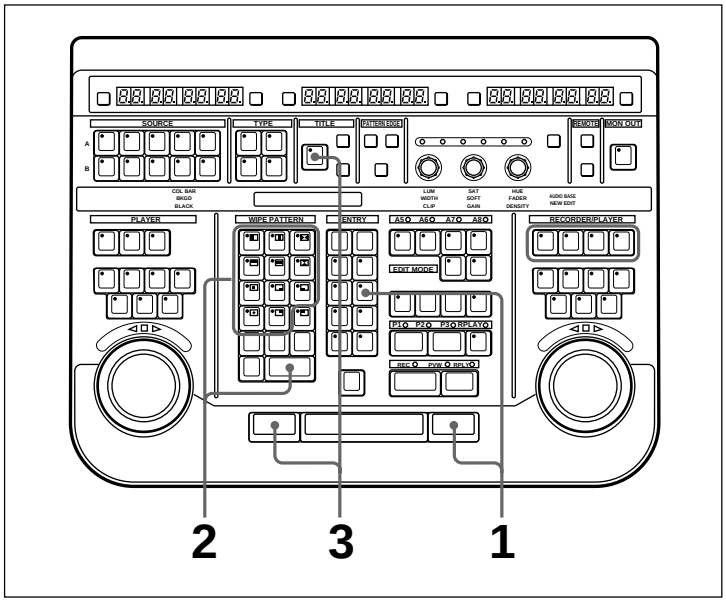
2 If the characters in the title cannot be seen clearly, adjust by rotating knob 1 (CLIP) and knob 2 (GAIN) in the parameter adjustment section. To adjust the density of the characters, rotate knob 3 (DENSITY).

To remove the superimposed title

Press the TITLE button again, turning it off. The superimposed title disappears instantly.

To fade in a title over a specified period

Instead of superimposing the title instantly, you can fade it in over a specified period (transition time).
Proceed as follows.



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Using an External Switcher

You can use an external switcher such as the DFS-700/700P to do the following.

- Set wipe patterns
- Set transition times
- Auto transition start

Setup menu settings

To use an external switcher, you need to make the following settings in the BVE-700 setup menu.

- In the SETUP DATA > SW'ER CONFIG > TYPE menu, select DFS-700 or HDS, DVS.
- In the SETUP DATA > SW'ER CONFIG > CROSS POINT menu, specify the cross points corresponding to the BVE-700 sources.

DFS-700/700P settings

If you are using the DFS-700/700P, select PVE-500 in the SETUP/PORTS menu of the DFS-700/700P.

This allows the BVE-700 and the DFS-700/700P to communicate over the serial interface. This interface is enabled when the GPI button on the control panel of the DFS-700/700P is lit.

Wipe patterns and transition times set on the control panel of the BVE-700 are set on the DFS-700/700P at the time of recording or preview.

Loading Edits From the EDL

You can load edits from the EDL into the control panel, modify the edit data, and conduct previews and recording.

There are two ways to load edits from the EDL.
• Load the edit immediately before or after the current edit.
• Load a specified edit.

If the reel name of the currently connected VTR does not agree with the reel name specified in the edit that you have loaded

The error message UNMOUNTED REEL appears. Insert the correct reel (cassette).

To record an edit after loading it (auto assembly)

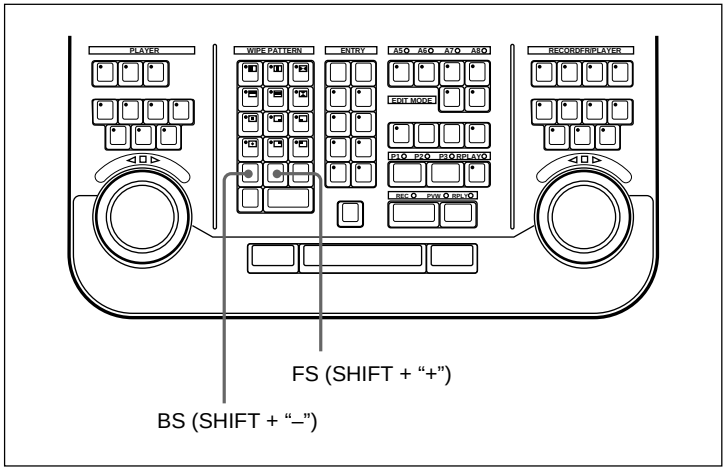
With the edit loaded from the EDL, press the REC button.
The edit and the following edits in the EDL are recorded.

Note

Edits with REC marks (‘r’, indicating that they have already been recorded) are not recorded. If you want to record these edits as well, use the INIT DATA setup menu to remove the REC marks.

To load the edit immediately before or after the current edit

Proceed as follows to load the edit immediately before or after the current edit.



To load the previous edit (with an edit number 1 smaller)

Press the BS (SHIFT + "–") button. Press the button again to load the edit with the next smaller edit number. Each press of the button loads the edit with the previous number.

To load the next edit (with an edit number 1 larger)

Press the FS (SHIFT + "+") button. Press the button again to load the edit with the next larger edit number. Each press of the button loads the edit with the next number.

If the current edit is a new edit, pressing the FS (SHIFT + "+") button registers the current edit and puts the system into new edit creation mode so that you can create another new edit.

To return from a loaded edit to a new edit

Press the FS (SHIFT + "+") button as many times as necessary, or press the RETURN (SHIFT + ENTER) button.

4 Press the ENTER button.

The KEEP ALL EDL message in the scratchpad begins to flash.

5 Press the ALL STOP button.

The flashing message in the scratchpad changes to CLR DELETED EDIT.

6 Press the ENTER button.

All of the edits that have been targeted for deletion (edits with the letter ‘d’ in front of their edit numbers) are deleted from EDL memory. A beep sounds when deletion finishes (if the BEEP item is set to ON in the setup menu (SETUP DATA > SYSTEM CONFIG)).

Note

After targeting a group of edits for deletion, you cannot specify that one or more edits in the group be deleted and the rest saved. All targeted edits are deleted whenever you perform the above operation.

To delete all edits in the EDL with a simple button operation

Note

Unlike deletions made with the INIT DATA menu, this procedure deletes all edits, regardless of whether they have delete marks ('d') or not.

Proceed as follows.

1 Press the CTRL + CLEAR button.

EDL ALL DATA CLR appears in the scratchpad.

2 Press the ENTER button.

All of the edits are deleted.

Dumping and Loading EDL Data

Overview

The BVE-700 allows you to dump EDL data to external devices, and to load EDL data from external devices.

Dumping EDL data to external devices

You can dump EDL data created on the BVE-700 to external devices over the RS-232C interface. The external device can use the EDL data to create a similar EDL. Some editing systems are able to use the EDL data just as it is.

Loading EDL data from external devices

You can load EDL data created on external devices into the BVE-700's EDL memory over the RS-232C interface. This data can be used and modified in exactly the same way as EDL data created on the BVE-700.

EDL format

The BVE-700 uses the BVE-9100 EDL format.

RS-232C interface configuration

The RS-232C interface must be configured to match the device connected to the EDL connector of the processor unit.

For details, see page 6-14.

To dump EDL data to external devices

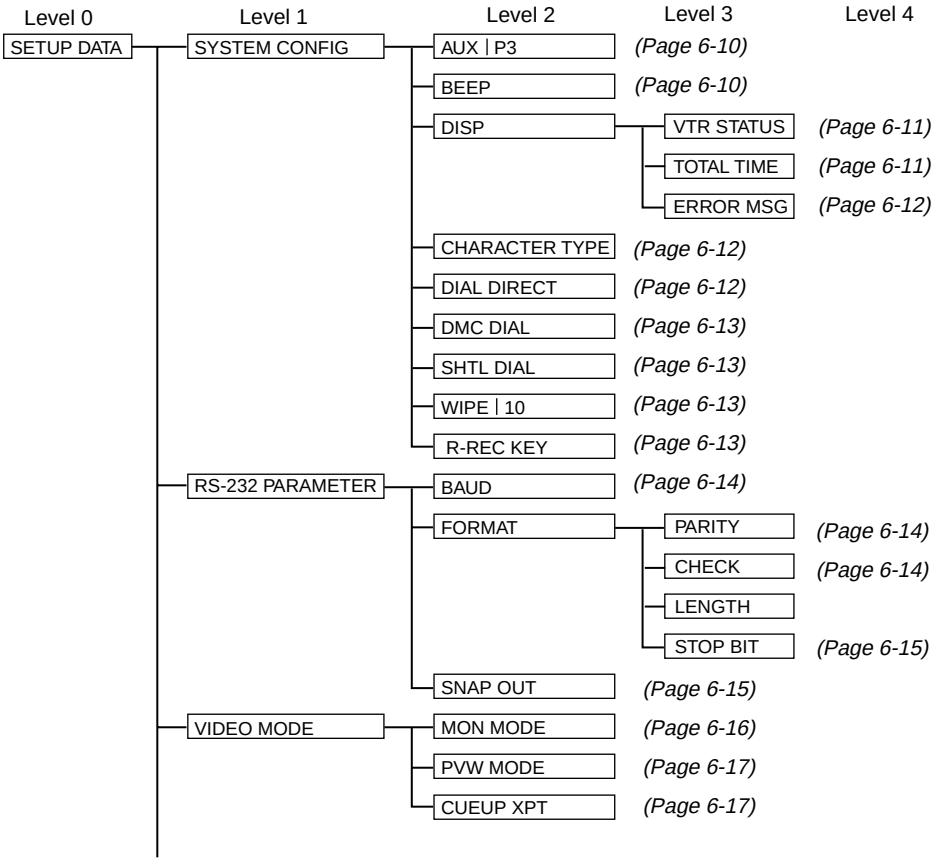
Proceed as follows.

1 Boot up the device connected to the EDL connector and prepare it to receive data.

SETUP DATA Menu

The SETUP DATA menu is configured as follows.

See the pages in parentheses for more information about each item.



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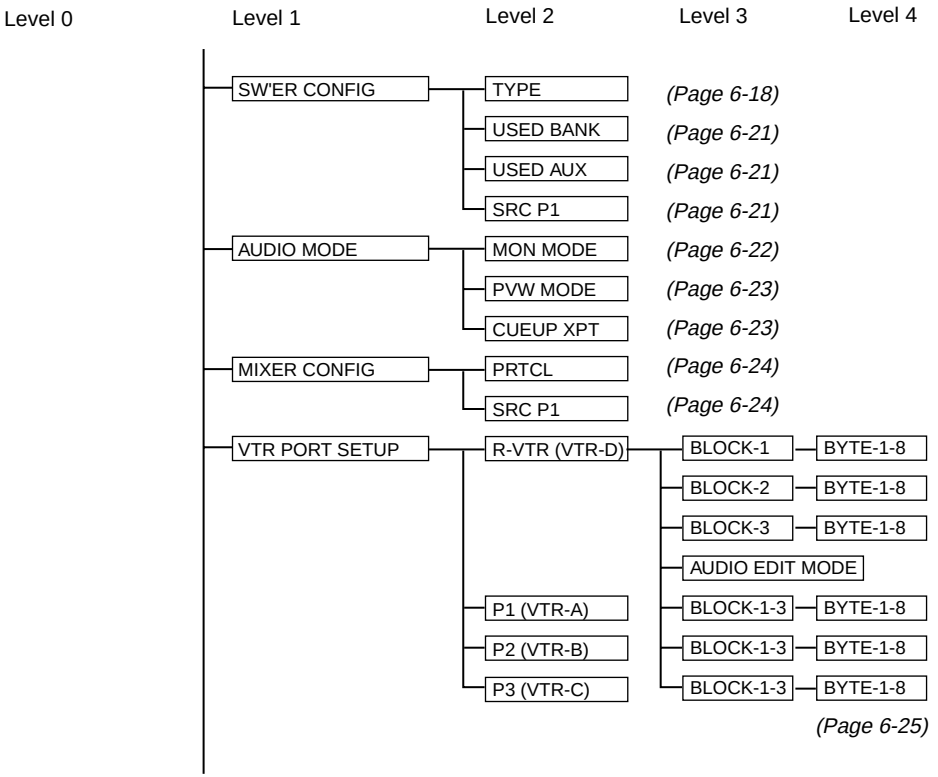

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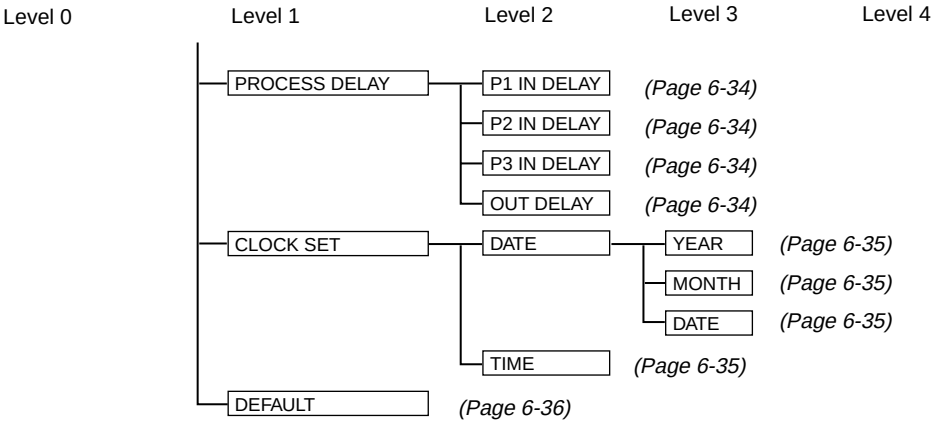
Level 0
Level 1
Level 2
Level 3
Level 4
PROCESS DELAY
P1 IN DELAY
(Page 6-34)
P2 IN DELAY
(Page 6-34)
P3 IN DELAY
(Page 6-34)
OUT DELAY
(Page 6-34)
CLOCK SET
DATE
YEAR
(Page 6-35)
MONTH
(Page 6-35)
DATE
(Page 6-35)
TIME
(Page 6-35)
DEFAULT
(Page 6-36)

SETUP DATA Menu Item List

This section explains the items in the SETUP DATA menu.

SYSTEM CONFIG settings

Scratchpad display	Status display
AUX | P3 = AUX (P3) When a VTR is connected to the AUX/PLAYER-3 connector, specifies whether to control that VTR as player 3. **AUX:** Do not control as player 3. **P3:** Control as player 3. Factory default setting: AUX	SETUP DATA SYSTEM CONFIG. [AUX/P3] KEY SELECT =AUX (P3)
BEEP = ON (OFF) Specifies whether a beep sounds from the control panel on errors and for certain operations. **ON:** Beep sounds. **OFF:** Beep does not sound. Factory default setting: ON	SETUP DATA SYSTEM CONFIG. BEEP SELECT =ON (OFF)

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SYSTEM CONFIG settings (Continued)

Scratchpad display	Status display
DMC DIAL = WIDE (NARROW) Specifies the relation between playback speed and angle of rotation when you rotate the search dial in DMC playback mode. **WIDE:** The angle of rotation needed to vary playback speed from 0% to 100% is about 200°. **NARROW:** The angle of rotation needed to vary playback speed from 0% to 100% is about 120°. Factory default setting: WIDE	SETUP DATA SYSTEM CONFIG. DMC DIAL MODE =WIDE (NARROW)
SHTL DIAL = MODE1 (MODE2) Specifies the relation between playback speed and angle of rotation when you rotate the search dial is rotated in shuttle playback mode. **MODE1:** Same relation as in BVE -9100 **MODE2:** Same relation as in BVE-600 Factory default setting: MODE1	SETUP DATA SYSTEM CONFIG SHUTTLE DIAL MODE = MODE1 (MODE2)
WIPE | 10 = 10 (WIPE) Specifies whether the wipe pattern/numeric keypad buttons should be used as numeric buttons when the system is not in data loading or entry mode. **WIPE:** Use as wipe pattern buttons. **10:** Use as numeric buttons. Factory default setting: 10	SETUP DATA SYSTEM CONFIG. [WIPE/10] KEY SELECT =10 (WIPE)
R-REC KEY = OFF (ON) Specifies whether to enable the R-VTR (R-REC) button in the RECORDER/PLAYER section of the control panel. **ON:** Enable the R-VTR (R-REC) button. **OFF:** Disable the R-VTR (R-REC) button. Factory default setting: OFF	SETUP DATA SYSTEM CONFIG. [R-REC] KEY SELECT = OFF (ON)

RS-232 PARAMETER settings

Scratchpad display	Status display
BAUD = 19200 (9600, 38400) Sets the communications speed of the RS-232C interface. **9600:** Sets the speed to 9600 bps. **19200:** Sets the speed to 19200 bps. **38400:** Sets the speed to 38400 bps. Factory default setting: 19200	SETUP DATA RS-232 PARAMETER BAUD RATE =19200 (9600, 38400)
FORMAT = DIS (ODD, EVEN) /8 (7) /1 (2) Sets the communications parameters of the RS-232C interface. **PARITY = DISABLE (ODD , EVEN)** Sets parity check to odd, even, or disabled. **DISABLE:** Disables parity check. **ODD:** Sets parity check to odd. **EVEN:** Sets parity check to even. Factory default setting: DISABLE When you make a setting by pressing the ENTER button, the system automatically enters the mode in which you can set the next item, LENGTH. **LENGTH = 8 BITS (7 BITS)** Sets the data length. **7 BITS:** Sets the data length to 7 bits. **8 BITS:** Sets the data length to 8 bits. Factory default setting: 8 BITS When you make a setting by pressing the ENTER button, the system automatically enters the mode in which you can set the next item, STOP BIT.	SETUP DATA RS-232 PARAMETER DATA FORMAT >PARITY : DISABLE (ODD, EVEN) LENGTH : 8BITS (7BITS) STOP BIT : 1BIT (2BIT) > indicates the currently selected setting item.

(Continued)

VIDEO MODE settings (Continued)

Scratchpad display	Status display
PVW MODE = MON (EE, FULL) Specifies the operation of the USED BANK and USED AUX BUS during previews, recording, and reviews. **EE:** During previews, transitions between recorder and source video are done by recorder PB/EE control. The USED AUX BUS selects the recorder, and the USED BANK selects the cross point of the selected device. **MON:** During previews, transitions between recorder and source video are done with the USED AUX BUS. The USED AUX BUS switches between the recorder and EFF OUT, and the USED BANK selects the cross point of the selected device. **FULL:** During previews, transitions between recorder and source video are done with the USED BANK. The USED AUX BUS selects the EFF OUT, and the USED BANK switches between the recorder and source. When FULL is specified, the optional BKE-701 HD Switcher Board operates in the same way as when MON is specified. Factory default setting: MON	SETUP DATA VIDEO MODE PREVIEW MODE = MON (EE, FULL)
CUEUP XPT = BLACK (R-VTR) Selects the signal to output to the monitor connected to the MONITOR OUT connector during cueup for auto editing. **BLACK:** Black signal **R-VTR:** The input signal to the SDI INPUT RECORDER connector. Factory default setting: BLACK	SETUP DATA VIDEO MODE CUEUP CROSS POINT = BLACK (R-VTR)

SW'ER CONFIG settings

Scratchpad display	Status display
TYPE = BKE-701 (HDS, DVS, DFS-700) Selects the type of video switcher. Select the switcher in your system. **BKE-701:** Specifies control of the BKE-701. **HDS, DVS:** Specifies control of the HDS-7000 and compatible. **DFS-700:** Specifies control of the DFS-700 series. Factory default setting: BKE-701	SETUP DATA SWITCHER CONFIG SWITCHER TYPE =BKE-701 (HDS, DVS, DFS-700)

(Continued)

AUDIO MODE settings (Continued)

Scratchpad display	Status display
PVW MODE = MON (EE, FULL) Specifies the operation of the audio mixer USED BANK and USED AUX BUS during previews, recording, and reviews. **EE:** During previews, transitions between recorder and source audio are done by recorder PB/EE control. The monitor selects the recorder, and the LINE selects the cross point of the selected device. **MON:** During previews and recording, transitions between recorder and source audio is done at the recorder monitor. The monitor switches between the recorder and LINE OUT, and LINE selects the cross point of the selected device. **FULL:** During previews and recording, transitions between recorder and source audio is done by LINE. The monitor select LINE OUT, and LINE switches between the recorder and the source. Factory default setting: MON	SETUP DATA AUDIO MODE PREVIEW MODE =MON (EE, FULL)
CUEUP XPT = MUTE (R-VTR) Selects the cross point of the signal output to the monitor connected to the MONITOR OUT connector during cueup for auto editing. **MUTE:** Mute **R-VTR:** The input signal to the SDI INPUT RECORDER connector. Factory default setting: MUTE	SETUP DATA AUDIO MODE CUEUP CROSS POINT = MUTE (R-VTR)

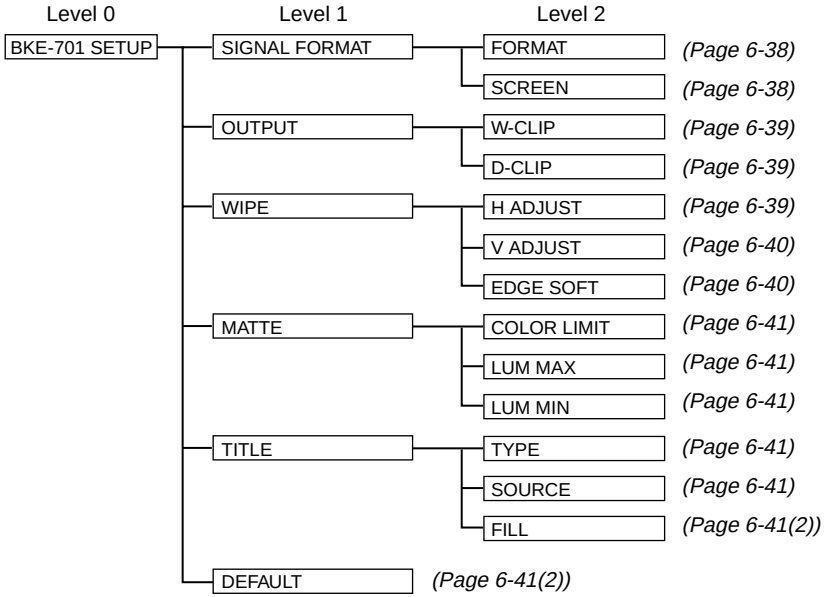
MIXER CONFIG settings

Scratchpad display	Status display
PRTCL = ESAM-II4 (ESAM-II2) Selects the type of audio mixer. Select the mixer in your system. **ESAM-II2:** Specifies control of the mixer by the ESAM-II (2CH) protocol. **ESAM-II4:** Specifies control of the mixer by the ESAM-II (4CH) protocol. Factory default setting: ESAM-II4	SETUP DATA MIXER CONFIGURATION MIXER TYPE =ESAM-II (4CH) (ESAM-II (2CH))
SRC P1 = 00 to 63 (SRC P2 = 00 to 63, …, SRC R-VTR = 00 to 63) Establishes correspondences between each of the sources and audio mixer cross points. Select sources with the VTR selection buttons in the PLAYER control section or the RECORDER/PLAYER control section. Enter setting values with the numeric keypad. A setting is cancelled if you operate any of the VTR selection buttons before confirming the setting by pressing the ENTER button.	SETUP DATA MIXER CONFIGURATION CROSS POINT >P1 : 00 to 63 P2 : 00 to 63 P3 : 00 to 63 AUX : 00 to 63 R-VTR : 00 to 63 COLBAR: 00 to 63 BKGD : 00 to 63 BLACK : 00 to 63 > indicates the currently selected source.

BKE-701 SETUP Menu

The BKE-701 SETUP menu is configured as follows.

See the pages in parentheses for more information about each item.



BKE-701 SETUP Menu Item List

This section explains the items in the BKE-701 SETUP menu.

SIGNAL FORMAT settings

Scratchpad display	Status display
FORMAT = 1080 (1035) Specifies the number of effective scanning lines. **1080:** 1080 effective scanning lines **1035:** 1035 effective scanning lines Factory default setting: 1080	BKE-701 SETUP SIGNAL FORMAT FORMAT =1080 (1035)
SCREEN = 16:9 (4:3) Specifies the screen format. **16:9:** The screen format is 16:9. **4:3:** The screen format is 4:3 Factory default setting: 16:9	BKE-701 SETUP SIGNAL FORMAT SCREEN =16:9 (4:3)

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MATTE settings

Scratchpad display	Status display
COLOR LIMIT = ON (OFF) Specifies whether an illegal color limiter is used. **ON:** An illegal color limiter is used. **OFF:** An illegal color limiter is not used. Factory default setting: ON	BKE-701 SETUP MATTE COLOR LIMIT =ON (OFF)
LUM MAX = 100 (107) Selects the maximum luminance level. **100:** Maximum luminance level is 100%. **107:** Maximum luminance level is 107%. Factory default setting: 100	BKE-701 SETUP MATTE MAX LUM LEVEL =100 (107)
LUM MIN = 0 (–7) Selects the minimum luminance level. **0:** Minimum luminance level is 0%. **–7:** Minimum luminance level is –7%. Factory default setting: 0	BKE-701 SETUP MATTE MINIMUM LUM LEVEL =0 (–7)

TITLE settings

Scratchpad display	Status display
TYPE = LUMINANCE (LINEAR) Specifies the key type. **LUMINANCE:** Use a luminance key as the key type. **LINEAR:** Use a linear key as the key type. Factory default setting: LUMINANCE	BKE-701 SETUP TITLE TYPE = LUMINANCE (LINEAR)
SOURCE = P3/AUX (P1, P2, TITLE) Specifies the key source signal. **P1:** Use the signal input to the PLAYER-1 connector as the key source signal. **P2:** Use the signal input to the PLAYER-2 connector as the key source signal. **P3/AUX:** Use the signal input to the AUX/ PLAYER-3 connector as the key source signal. **TITLE:** Use the signal input to the TITLE connector as the key source signal. Factory default setting: P3/AUX	BKE-701 SETUP TITLE SOURCE = P3/AUX (P1, P2, TITLE)

(Continued)

TITLE settings (Continued)

Scratchpad display	Status display
FILL = TITLE (P1, P2, P3/AUX) Specifies the key fill signal. **P1:** Use the signal input to the PLAYER-1 connector as the key fill signal. **P2:** Use the signal input to the PLAYER-2 connector as the key fill signal. **P3/AUX:** Use the signal input to the AUX/ PLAYER-3 connector as the key fill signal. **TITLE:** Use the signal input to the TITLE connector as the key fill signal. Factory default setting: TITLE	BKE-701 SETUP TITLE FILL = TITLE (P1, P2, P3/AUX)

DEFAULT function

Scratchpad display	Status display
DEFAULT SETUP ? Returns BKE-701 setup data to the defaults.	BKE-701 SETUP DEFAULT

DUMP/LOAD functions

Scratchpad display	Status display
A BKE-701 SETUP mode message DUMP: Dumps BKE-701 SETUP menu data from the backup memory on the CPU board to the external device connected to the EDL connector of the processor unit. To dump the data, press the DUMP (SHIFT + 00) button in BKE-701 SETUP mode.	BKE-701 SETUP DUMP
A BKE-701 SETUP mode message LOAD: Loads BKE-701 SETUP menu data from the external device connected to the EDL connector of the processor unit to the backup memory on the CPU board. To load the data, press the LOAD (SHIFT + 0) button in INIT DATA mode.	BKE-701 SETUP LOAD

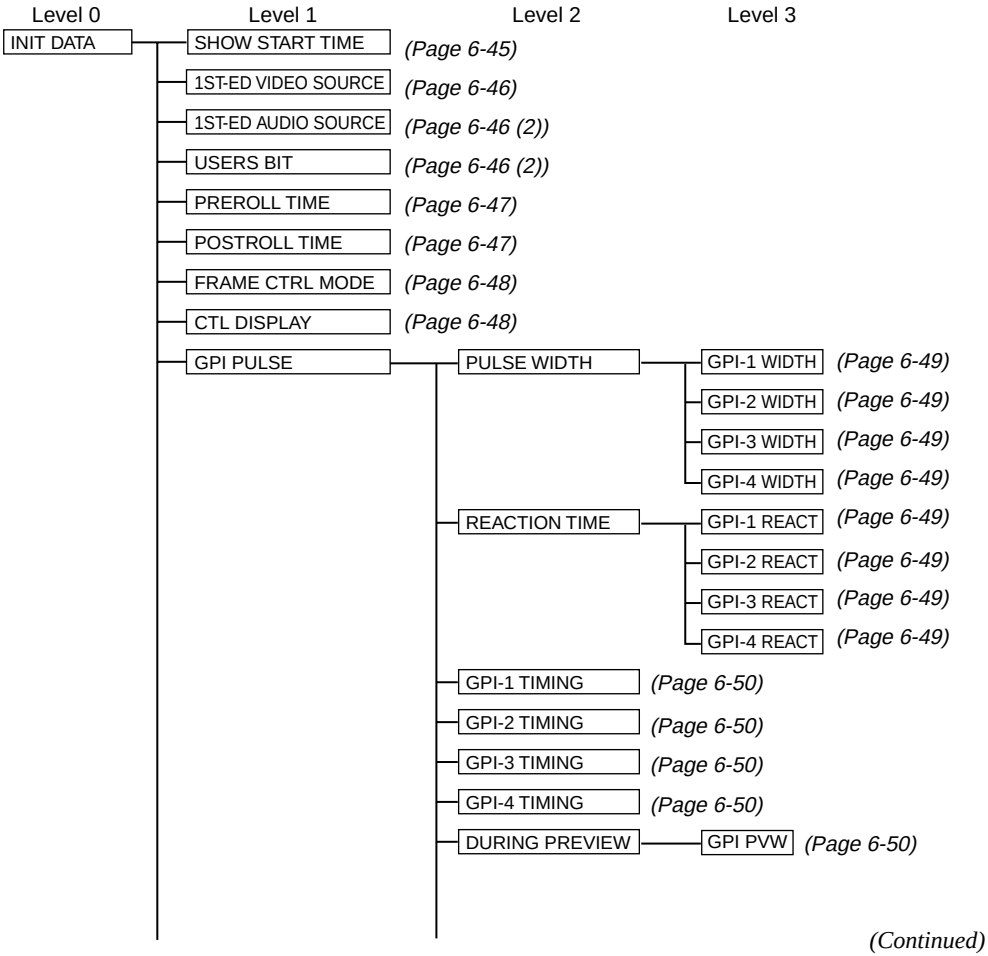
STORE/RESTORE functions

Scratchpad display	Status display
STORE 701 USR1 (2, 3, 4) Stores up to 4 sets of BKE-701 SETUP data in 4 independent user areas, SETUP USR1 to SETUP USR4. To store setup data, press the STORE (CTRL + F/TC) button in BKE-701 SETUP mode to display STORE 701 USR1. Select the user area by pressing the ALL STOP button, and confirm by pressing the ENTER button.	BKE-701 SETUP STORE USER BLOCK 1 (2, 3, 4)
RESTORE 701 USR1 (2, 3, 4) Restores BKE-701 SETUP data from 1 of 4 independent user areas, 701 SETUP USR1 to 701 SETUP USR4. To restore setup data, press the RESTORE (CTRL + REC/REC OFF) button in BKE-701 SETUP mode to display RESTORE 701 USR1. Press the ALL STOP button to select the user area, and press the ENTER button to confirm.	BKE-701 SETUP RECALL USER BLOCK 1 (2, 3, 4)

INIT DATA Menu

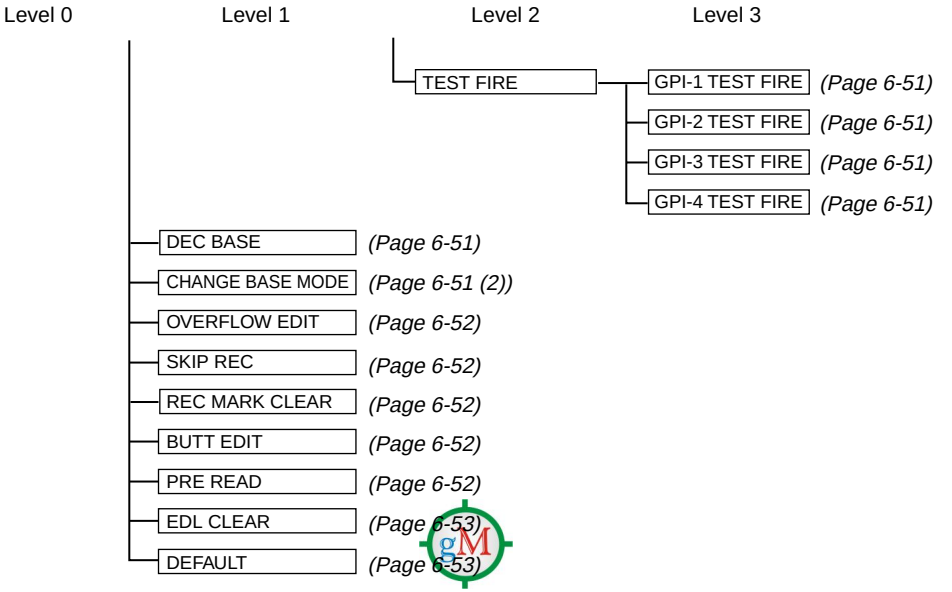
The INIT DATA menu is configured as follows.

See the pages in parentheses for more information about each item.



(Continued)

(Continued)


Level 0
Level 1
Level 2
Level 3
TEST FIRE
GPI-1 TEST FIRE (Page 6-51)
GPI-2 TEST FIRE (Page 6-51)
GPI-3 TEST FIRE (Page 6-51)
GPI-4 TEST FIRE (Page 6-51)
DEC BASE (Page 6-51)
CHANGE BASE MODE (Page 6-51 (2))
OVERFLOW EDIT (Page 6-52)
SKIP REC (Page 6-52)
REC MARK CLEAR (Page 6-52)
BUTT EDIT (Page 6-52)
PRE READ (Page 6-52)
EDL CLEAR (Page 6-53)
DEFAULT (Page 6-53)

INIT DATA Menu Item List

This section explains the items in the INIT DATA menu.

SHOW START TIME setting

Scratchpad display	Status display
STRT = 00 00 00 00 to 23 59 59 29 Sets the default R-VTR IN point value for first edits. SHOW START TIME is used if the R-VTR IN point is undefined when the first edit is executed. It is used to calculate the total time displayed in the recorder time counter display panel (total time = recorder IN point timecode - SHOW START TIME). Factory default setting: UNDEFINED Enter a value with the numeric keypad and confirm by pressing the ENTER button. If less than 8 digits have been input when the ENTER button is pressed, the most significant digits of the 8-digit value are set to 0. If you press the ENTER button with nothing displayed in the scratchpad, the message STRT = UNDEFINED appears and no setting is made. If you do not specify a show time, the total time display is based on the recorder IN point of the first edit (the smallest recorder IN point registered in the EDL).	INIT DATA SHOW START TIME =00 00 00 00 to 23 59 59 29

1ST-EDIT VIDEO/SOURCE settings

Scratchpad display	Status display
1EDVSRC = BLACK (COL BAR, BKGD)	INIT DATA
Selects the source used in first edits.	1EDVSRC
BLACK: When BKE-701 used: Sets the source signal to a black signal. When external switcher used: Sets to the cross point set for a black signal. (If undefined, the cross point taken for the first edit.)	=BLACK (COL BAR, BKGD VTR, SG)
COL BAR: When BKE-701 used: Sets the source signal to a color bar signal. When external switcher used: Sets to the cross point set for a color bar signal.	
BKGD: When BKE-701 used: Sets the source signal to a color bar signal. (LUM, SAT, and HUE follow the settings in force at the time of the first edit.) When external switcher used: Sets to the cross point set for a color background signal.	
VTR-SG: Sets the source signal to a signal generated by the internal signal generator of the VTR. When this setting is made, and the edit type is cut, you can use the VTR-SG signal as editing material by selecting it with the BACKGRND buttons in the SOURCE section of the control panel. You can also use it as R-REC (recording) material.	
Factory default setting: BLACK	

1ST-ED AUDIO SOURCE settings

Scratchpad display	Status display
1EDASRC = MUTE (VTR-SG) Specifies the audio signal to use in first edits. **MUTE:** Mute. **VTR-SG:** Sets the audio signal to a signal generated by the internal signal generator of the VTR. When this setting is made, and the edit type is cut, you can use the VTR-SG signal as editing material by selecting it with the BACKGRND buttons in the SOURCE section of the control panel. You can also use it as R-REC (recording) material. Factory default setting: MUTE	INIT DATA 1EDASRC = MUTE (VTR-SG)

USER BITS settings

Scratchpad display	Status display
UB = 00 00 00 00 to FF FF FF FF User bits are part of the timecode recorded by the recorder (hexadecimal, 8 digits). Users can set them to any value. In assemble mode editing, user bits are recorded in the user bits section of VITC and LTC timecode. In insert mode editing, they are recorded in the user bits section of VITC timecode only. Factory default setting: 00 00 00 00 Enter with the buttons in the numeric keypad and confirm by pressing the ENTER button. If you press the ENTER button after entering fewer than 8 digits, the system automatically supplies 0 in the most significant places. Pressing the 3 (C) button changes the setting to undefined. An undefined setting is not an error.	INIT DATA USERS BIT =00 00 00 00 to FF FF FF FF

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PREROLL TIME settings

Scratchpad display	Status display
PRE = ss: ff [absolute value input] **ss: ff-ss: ff [relative value input]** Sets the preroll time, which determines how far VTRs must be rewound past their IN points to achieve synchronization before previews, recording, and so on. The maximum value is 59 seconds 29 frames. Normally the preroll time is set to from 5 to 7 seconds. Factory default setting: 05: 00 (5 seconds) Enter with the buttons in the numeric keypad. You can enter either an absolute or a relative value. Confirm by pressing the ENTER button. A beep tone sounds in case of an error, for example if the value is negative for relative input, or if the value exceeds the maximum range. The value is not set in case of an error. **To set the preroll time with button operations only** Press the CTRL + IN buttons, enter the desired preroll time from the numeric keypad, and press the ENTER button.	INIT DATA PREROLL TIME =SS: FF

POSTROLL TIME settings

Scratchpad display	Status display
PST = ss: ff [absolute value input] **ss: ff + ss: ff [relative value input]** Sets the postroll time, which determines how far VTRs run past their OUT points following previews. The maximum value is 59 seconds 29 frames. Factory default setting: 02: 00 (2 seconds) Enter with the buttons in the numeric keypad. You can enter either an absolute or a relative value. Confirm by pressing the ENTER button. A beep tone sounds in case of an error, for example if the value is negative for relative input, or if the value exceeds the maximum range. The value is not set in case of an error.	INIT DATA POSTROLL TIME =SS: FF

FRAME CONTROL MODE settings

Scratchpad display	Status display
TC MODE = DF (NDF) Specifies whether to process timecode in drop-frame mode or non-drop frame mode. If this setting is different for the recorder and players in automatic editing, the recorder's setting takes priority. **DF:** Drop-Frame mode **NDF:** Non-drop frame mode Factory default setting: DF	INIT DATA FRAME CONTROL MODE =DF (NDF)

CTL DISPLAY settings

Scratchpad display	Status display
CTL DISP = –9-14 (00-24) Selects the display positions for CTL display mode. **–9-14:** Display CTL at-9: 59: 59: 29 to 14: 00: 00: 00. **00-24:** Display CTL at 00: 00: 00: 00 to 23: 59: 59: 29. Factory default setting: –9-14	INIT DATA CTL DISPLAY = –9-14 (00-24)

GPI PULSE settings (Continued)

Scratchpad display	Status display
GPI-n TEST FIRE Fires a test GPI pulse from the selected GPI port. Select a GPI port from among GPI-1 to GPI-4by pressing the ALL STOP button. Press the ENTER button to output one control pulse signal from the selected port.	INIT DATA GPI PULSE TEST FIRE > GPI-1 GPI-2 GPI-3 GPI-4 > indicates the currently selected GPI port.

DECISION BASE settings

Scratchpad display	Status display
DEC BASE = VIDEO (AUDIO) Specifies whether to use the video signal or the audio signal as the base signal for edit timing in split editing. This setting can be changed as required at the time of the edit. **VIDEO:** Use video as the decision base. **AUDIO:** Use audio as the decision base. Factory default setting: VIDEO	INIT DATA DECISION BASE =VIDEO (AUDIO)

CHANGE BASE MODE settings

Scratchpad display	Status display
CHG BASE = CONV (SWAP) Specifies the method used to switch between the video or audio signal as the base signal in split editing when the CHG BAS (SHIFT + V) button is pressed. **CONV:** The base switches between video and audio. Video (base) Audio Audio delay 2:00 Video Audio (base) Video advance 2:00 **SWAP:** The base switches between video and audio, and, at the same time, already marked video and audio edit point data is switched. Video (base) Audio Audio delay 2:00 Video Audio (base) Video advance 2:00 Factory default setting: CONV	INIT DATA CHANGE BASE MODE = CONV (SWAP)

OVERFLOW EDIT settings

Scratchpad display	Status display
O' FLOW = O' WRITE (INHIBIT) Specifies what to do when an attempt is made to register new edit data when EDL memory is full. **O' WRITE:** Register the new edit data, after deleting existing data, beginning with the data with the smallest edit data number. **INHIBIT:** Do not register the new edit data. A beep tone sounds and the error message EDL MEMORY FULL appears in the scratchpad. To register new edit data, use the EDL DATA CLEAR to delete unneeded edit data. Factory default setting: O' WRITE	INIT DATA OVERFLOW EDIT =OVERWRITE (INHIBIT)

SKIP REC settings

Scratchpad display	Status display
SKIP REC = ON (OFF) Specifies whether to use the SKIP REC function. **ON:** Enable the SKIP REC function. **OFF:** Disable the SKIP REC function. Factory default setting: ON	INIT DATA SKIP REC =ON (OFF)

REC MARK settings

Scratchpad display	Status display
REC MARK = ON (OFF) Specifies whether to consult REC marks during Auto Assembly. **ON:** Consult REC marks during Auto Assembly. **OFF:** Do not consult REC marks during Auto Assembly. Factory default setting: ON	INIT DATA REC MARK =ON (OFF)

BUTT EDIT settings

Scratchpad display	Status display
BUTT EDIT = OFF (ON) Specifies whether to use the butt edit function, which allows you to execute edits without setting IN points. **ON:** Use the butt edit function **OFF:** Do not use the butt edit function Factory default setting: OFF	INIT DATA BUTT EDIT =OFF (ON)

PRE READ settings

Scratchpad display	Status display
A/B[R-VTR] = OFF (ON) Specifies whether to enable the R-VTR button in the SOURCE section. **ON:** Enable the R-VTR button. **OFF:** Disable the R-VTR button. Factory default setting: OFF	INIT DATA PRE READ =OFF (ON)

VTR CONSTANT Menu Item List

This section explains the items in the VTR CONSTANT menu.

VTR CONSTANT settings

Scratchpad display	Status display
VTR constants are data that define the basic operating conditions of VTRs. Constants for VTRs and other devices likely to be used with this system are stored in system memory as internal data. Normally the system is able to use status signals from the VTR to detect the device type and apply the appropriate constant to control the VTR, even if you do not specify the device type during setup. If the VTR cannot be controlled satisfactorily using the standard internal data, or if you connect a VTR for which there is no internal data, use the procedure explained below to set a VTR constant.	
VTR CONST USRnn (nn: 01 to 10) Selects a VTR number. Select by pressing the ALL STOP button, and confirm by pressing the ENTER button. The system automatically moves on to selection of the next step, block number selection.	USER VTR CONSTANT USR01 BLOCK-1 > 1 : 00 to FF 2 : 00 to FF 3 : 00 to FF 4 : 00 to FF
USR-nn BLOCK-n (n: 1 to 3) Selects a block number. Select by pressing the ALL STOP button, and confirm by pressing the ENTER button. The system automatically moves on to selection of the next step, byte number selection and data entry.	5 : 00 to FF 6 : 00 to FF 7 : 00 to FF 8 : 00 to FF > indicates the currently selected byte.
nn-n-n = 00 to FF (rightmost n: 1 to 8) Select a byte number and enter the data. Select the byte number by pressing the ALL STOP button, and enter the data with the numeric keypad. Confirm by pressing the ENTER button. The system automatically moves on to selection and data entry for the next byte.	

To copy VTR constants

To copy the VTR constant number for a connected VTR, proceed as follows.

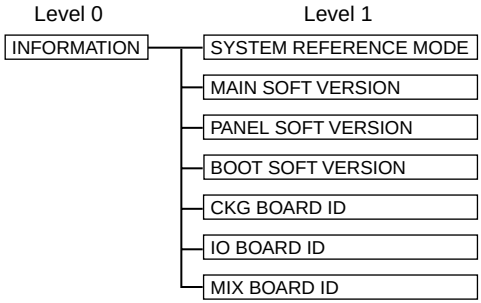
1 Select a user VTR constant number, and press the selection button for the desired VTR.

The following message appears in the scratchpad.
“COPY XXX CONST. ?” (XXX is the name of the selected VTR)

2 Press the ENTER button to execute the copy, or the RETURN button to cancel the copy.

INFORMATION Menu

The INFORMATION menu displays 7 items of information. The next item appears each time you press the ENTER button or ALL STOP button.



INFORMATION Menu Item List

This section explains the items shown in the INFORMATION menu.

SYSTEM REFERENCE MODE information

Scratchpad display	Status display
REF = 1125/59.94 Displays the reference signal in current use. Factory default setting: 1125/59.94	INFORMATION REF = xxxx

MAIN SOFT VERSION information

Scratchpad display	Status display
MAIN = xxxxxxxxxx Displays the version of the main application.	INFORMATION MAIN = xxxxxxxxxx

PANEL SOFT VERSION information

Scratchpad display	Status display
PANEL = xxxxxxxx Displays the version of the control panel firmware.	INFORMATION PANEL = xxxxxxxx

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BOOT SOFT VERSION information

Scratchpad display	Status display
BOOT = xxxxxxxx Displays the version of the boot ROM in the processor unit.	INFORMATION BOOT = xxxxxxxx

CKG BOARD ID information

Scratchpad display	Status display
CKG BOARD ID = xx Displays the ID of the CKG board.	INFORMATION CKG BOARD ID = xx

IO BOARD ID information

Scratchpad display	Status display
IO BOARD ID = xx Displays the ID of the IO board.	INFORMATION IO BOARD ID = xx

MIX BOARD ID information

Scratchpad display	Status display
MIX BOARD ID = xx Displays the ID of the MIX board.	INFORMATION MIX BOARD ID = xx

Storing and Restoring Setup Menus

You can store and restore the data of the setup menus listed below, either by storing/ restoring the data for all of the menus at once or by storing/restoring the data for individual menus.

SETUP DATA
BKE-701 SETUP
INIT DATA
AUX DATA

To store setup menus

Proceed as follows.

1 Press the SETUP (SHIFT + DISS) button to put the system into setup mode.

2 To store an individual menu, navigate to that menu. To store all of the menus, stay on the current level and proceed to step **3**.

3 Press the CTRL + F/TC buttons to specify the storage block.

The current storage block appears in the scratchpad.
Example: STORE BLOCK USR1

4 Press the ALL STOP button to switch between the four storage blocks as required.
Switching order: STORE BLOCK USR1 > STORE BLOCK USR2 > STORE BLOCK USR3 > STORE BLOCK USR4

5 Press the ENTER key when the desired storage block appears in the scratchpad.

The current setup menu data is stored to the specified block.

Note

If the mode that uses BLOCK USR1 at system boot time has been specified, the message “USR1OWRITE OK?” appears in the scratchpad. This message is intended to protect the data in the block. If you want to store data to the block anyway, press the CTRL + ENTER button.

To restore setup menus

Proceed as follows.

1. Press the SETUP (SHIFT + DISS) button to put the system into setup mode.
2. To restore an individual menu, navigate to that menu. To restore all of the menus, stay on the current level and proceed to step **3**.
3. Press the CTRL + REC buttons to specify the storage block.

   The current storage block appears in the scratchpad.
   Example: RESTORE BLOCK USR1
4. Press the ALL STOP button to switch between the four storage blocks as required.
   Example: RESTORE BLK USR1 > RESTORE BLK USR2 > RESTORE BLK USR3 > RESTORE BLK USR4
5. Press the ENTER key when the desired storage block appears in the scratchpad.

   The current setup menu data is replaced by the data stored in the specified block.

Dumping and Loading Setup Menus

You can dump setup menu data to the device connected to the EDL (RS-233C) connector, and load the data as required. Data can be dumped and loaded for the following menus.

SETUP DATA
BKE-701 SETUP
INIT DATA
AUX DATA

To dump setup menus

Proceed as follows.

1 Press the SETUP (SHIFT + DISS) button to put the system into setup mode.

2 To dump an individual menu, navigate to that menu. To dump all of the menus, stay on the current level and proceed to step **3**.

3 Prepare the dump destination device, and press the DUMP (Shift + 00) button when it is ready.

The current menu data is dumped to the device.

To load setup menus

Proceed as follows.

1 Press the SETUP (SHIFT + DISS) button to put the system into setup mode.

2 To load an individual menu, navigate to that menu. To load all of the menus, stay on the current level and proceed to step **3**.

3 Press the LOAD (Shift + 0) button.

The system is now ready to receive data.

4 Carry out the necessary operation to make the device connected to the EDL connector send data.

The current menu data is replaced by the loaded data.

Error messages and steps to take (Continued)

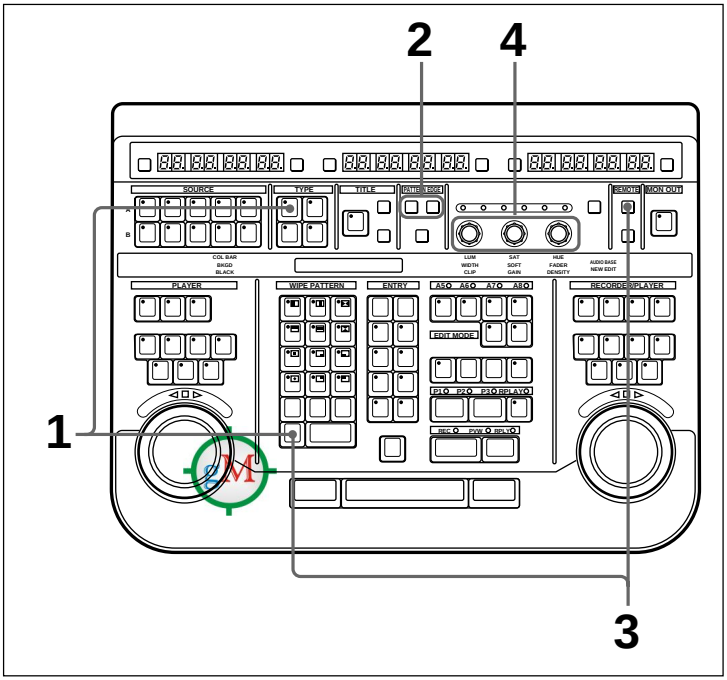
Error message	Description	Steps to take
R-VTR ERROR (PRE READ) S: CANNOT PRE-READ M: CANNOT PRE-READ	Pre-read editing failed.	Check the following. • The recorder is a VTR with a pre-read function. • The PRE READ item in the setup menu (INIT DATA) is set to ON.
SOURCE = UNDEFINED S: DEFINE SOURCE M: DEFINE SOURCE	Source was undefined or defined incorrectly.	Define a source correctly.
SPLIT ERROR S: ILLEGAL SPLIT M: ILLEGAL SPLIT	An invalid edit point was set for split editing.	Define a valid split edit point.
TC JUMP FOUND S: TC JUMP FOUND T: TCJUnnP M: TC JUMP FOUND	Discontinuous timecode was found between the preroll section and the IN point (when the Pn TC JUMP item in the AUX DATA menu is set to ON).	—
UNMOUNTED REEL S: UNMOUNTED REEL M: UNMOUNTED REEL	There is no reel mounted on the VTR, or the reel name specified for the current edit does not match the reel name of the tape in the connected VTR.	Mount the correct reel in the VTR.
VTR NOT READY S: VTR NOT READY T: Err CntrL (for affected VTR) M: VTR NOT READY	VTR is not connected.	Connect the VTR corresponding to the time counter display panel containing the error message.

Mosaic Effect

You can apply a mosaic effect to segments and clips in cut editing.

To apply a mosaic effect

Proceed as follows.



1 In cut editing, press the MOSAIC (CTRL + CUT) button instead of the CUT button.

Mosaic settings are assigned to the controls in the parameter adjustment section of the control panel.

2 Press the BORDER button, lighting it, if you want to add a border to the mosaic area. Press the SOFT button, lighting it, if you want the mosaic area to have soft edges.

3 Press the SELECT button or the CTRL + SELECT button so that the indicators for the adjustments you want light or blink.

Adjustment	Button	Indicator	Adjustment knobs
Cell	CTRL + SELECT	BKGD blinks	1: Cell aspect ratio adjustment 3: Cell size
Region	CTRL + SELECT	EDGE-WIDTH blinks	1: Region aspect ratio adjustment 2: Edge softness 3: Region size
Position	CTRL + SELECT	EDGE-MATTE blinks	1: Horizontal position 2: Vertical position 3: Region size
Border	SELECT	EDGE-WIDTH lights	1: Border width 2: Edge softness 3: Region size
Border color	SELECT	EDGE-MATTE lights	1: Border luminance 2: Border saturation 3: Border hue

4 Rotate the knobs to adjust the parameters.

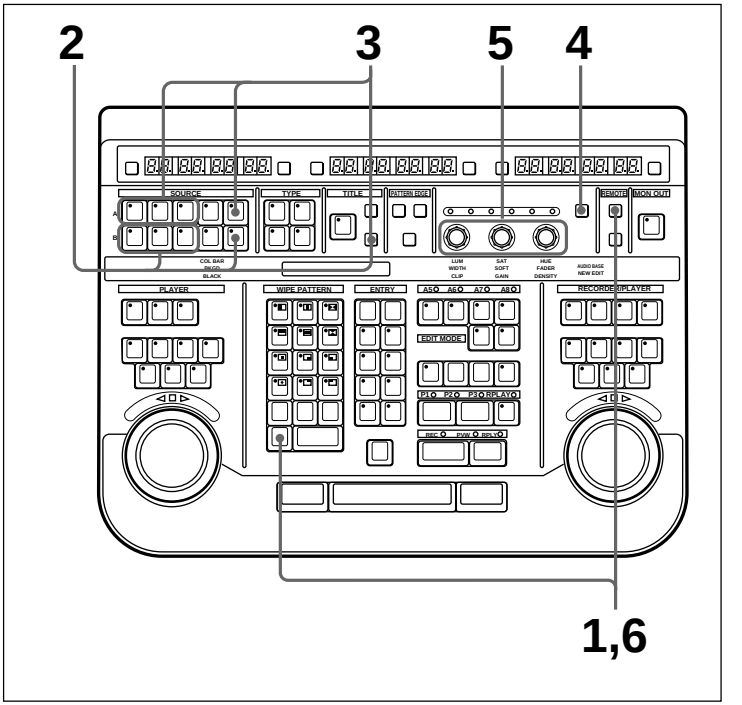
The rest of the procedure is the same as for cut editing.

Source Video Adjustment Function (Video Process)

You can adjust the luminance and chroma of source video.

To apply the video process effect

Proceed as follows.



1 Press the CTRL + SWER buttons.

Video process settings are assigned to the controls in the parameter adjustment section of the control panel.

2 Select the video to adjust with the B row of the SOURCE section and the MATTE button in the TITLE section.

Button	Selected signal
P1	Signal input to the PLAYER-1 connector
P2	Signal input to the PLAYER-2 connector
AUX/P3	Signal input to the AUX/P3 connector
R-VTR	Signal input to the RECORDER connector
MATTE	Signal input to the TITLE connector

The selected button lights.

3 To turn the video process function on and off, use the A row of the SOURCE section and the EXT KEY button in the TITLE section.

Button	Function
P1	Turns on and off for the signal input to the PLAYER-1 connector
P2	Turns on and off for the signal input to the PLAYER-2 connector
AUX/P3	Turns on and off for the signal input to the AUX/P3 connector
R-VTR	Turns on and off for the signal input to the RECORDER connector
MATTE	Turns on and off for the signal input to the TITLE connector

4 Press the SELECT button so that the indicators for the adjustments you want light or go out.

Adjustment	Button	Indicator	Adjustment knobs
Luminance	SELECT	TITLE KEY blinks	1: Video gain adjustment 2: Gain adjustment 3: Offset adjustment
Chroma	SELECT	TITLE MATTE blinks	2: Gain adjustment 3: Hue adjustment

5 Rotate the knobs to adjust the parameters.

6 When you are finished making adjustments, press the CTRL + SWER button.

The system exits video process mode.

To clear all of the video process effects that you have applied

Press the CLEAR button, and then press the CTRL + SWER button.

Wipe Patterns

Standard Wipes